



City of Torrance
Community Services Department
Recreation Division

"Creating and Enriching Community through People, Programs, & Partnerships"

ADULT BASKETBALL RULES

The City of Torrance reserves the right to pursue any action deemed necessary to preserve the integrity of the League including: ruling on all conditions and regulations set forth for the League, interpreting rules when needed and the right to reclassify any teams or individuals to a more or less competitive league.

Rules and conditions for League play shall follow the rules outlined for regular basketball in SCMAF and/or National Federation of State High School Associations (N.F.H.S.) basketball rulebooks. The Torrance Basketball Rules take precedence over the SCMAF and/or N.F.H.S. basketball rulebooks where contradiction(s) exist.

Section 1: ELIGIBILITY

- A. The minimum age requirement to participate is 18 years old.
- B. Women are allowed to play in the men's divisions.
- C. Anyone participating in any league game must have a valid California driver's license or picture I.D. in his/her possession at all times. If an Adult Sports Representative asks a participant for his/her I.D. he/she **MUST** show it to the League Representative immediately. If the participant does not have his/her I.D. with him/her at the time the Representative requests to see it, he/she shall be ineligible for that game. If the game is already in progress, the player shall be considered an illegal player and any penalties may apply.
- D. Players should expect a League Representative to collect I.D., at minimum, during first game played.
- E. All program participants **MUST** completely fill out and sign the "Official Team Roster and Waiver Release Form" prior to the first game they play in. The team manager must turn in this form to the League Scorekeeper at the team(s) first game.
- F. Each player must print their legal name (legibly) and sign the yellow scorecard to get credit for a game played. Player(s) must have played at least one game before the 5th game of the season.

Section 2: PLAYER CONDUCT

- A. Players and managers must adhere to all City of Torrance Community Services Department Rules.
- B. Any participant violating a Department Rule or City Ordinance will be subject to discipline procedures, which may include suspension/expulsion.
- C. It is the responsibility of each player to read the Torrance basketball rules contained herein AND in the SCMAF and/or N.F.H.S. rulebook. **Ignorance of the rules will not reduce penalties for violations.**
- D. Participants are not allowed to harass, threaten or deride City staff, including game officials. *The use of physical force with the intent to harm any City staff, including game officials, will not be tolerated.* All penalties will be determined by the City of Torrance Adult Sports Disciplinary Committee for those in violation of this rule.
- E. Individuals are not allowed to consume alcoholic beverages or use tobacco products within City of Torrance parks. Those in violation of Ordinance 49.2.6 (Consumption of Alcoholic

- Beverages) and Ordinance 10-15, Section 5-141 (Use of Tobacco products); in any Adult Sports Program will be given a 'team' warning for a first offense. The second violation will result in team/player removal from league. Penalties for these violations are non-protestable.
- F. Any player and/or team involved in fighting or unsportsmanlike conduct during or after a game will **AUTOMATICALLY** be suspended from the League and will not be allowed to return to the league, or participate in any other Torrance Adult Sports League until given written notice by a City of Torrance Adult Sports representative.
- G. If necessary, cases of unsportsmanlike conduct may be referred to a hearing by the City of Torrance Adult Sports Disciplinary Committee for final determination of penalties. Penalties for unsportsmanlike behavior may include suspension(s) or elimination from the League, depending on the severity of the incident.
- Appeals must be made within 24 hours of the infraction. All appeals, late or otherwise, will be kept on file. Please refer to [Section 11: D] for the Appeal Procedure.
 - The burden of proof for such instances is on the offending party and substantial reasoning and support must be given to overturn such an infraction.
- H. The League Director may place additional restrictions on any team based on past history at any time during the season.
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Section 3: **MANAGERS' RESPONSIBILITIES**

Managers are responsible for:

- A. Paying league fees. Teams will not be included in the League without payment.
- B. Attending the **MANDATORY** managers meeting or sending a representative.
- C. Learning all rules and regulations contained herein AND in the SCMAF and/or N.F.H.S. rulebook AND conveying such information to all players. Knowledge of the SCMAF and/or N.F.H.S. rules and the Torrance league rules is the responsibility of each player. **Ignorance of the rules will not reduce penalties for violations.**
- D. Turning in a legible "Official Team Roster and Waiver Release Form" before team's first game. Failure to turn in an official roster will result in forfeit of games each week the roster is still outstanding.
- E. Keeping contact information (**main phone number, email, etc.**) current.
- F. Handling the eligibility of each player and verifying each player's signature on the "Official Team Roster and Waiver Form". Only rostered players will be eligible to participate.
- G. Ensuring that no food or drinks (aside from water) are brought into the gym by their team members or any spectators associated with their team.
- H. Ensuring sportsmanlike conduct of team members and spectators.
- I. Making sure there is no Alcohol/Tobacco in the gym by any players or spectators associated with your team. Please refer to player conduct section above for infraction details.
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Section 4: **EQUIPMENT AND UNIFORMS**

RULE: Uniforms MUST be approved by a League Representative and follow guidelines below.

- A. Teams can ask a League Representative for approval of equipment and uniforms at any time.
- B. Approved Uniforms:
- Matching; SAME dominant color.

[Example: all red OR all blue OR all green, etc]

- Players from the same team may have different logos and designs as long as they are the same color.
- Permanent numbers on the backs of uniforms are **REQUIRED**. Numbers may be written in with a permanent marker, but it must be **BOLD** enough for staff and referees to see it clearly.
- T-shirts are allowed. A team with uniforms consisting of t-shirts and jerseys are allowed.
- Reversible uniforms are highly recommended; light color on one side and a dark color on the reversed side.

C. Illegal Uniforms:

- Taped on numbers are NOT allowed. These fall off during the game.
- Duplicate numbers will receive a non-disciplinary technical foul.
- Teams may only have one uniform with a number ZERO [0]. Uniforms that are marked with no numbers, a single ZERO [0], or a double ZERO [00] all count as ZERO.
- Inappropriate wordings anywhere on the uniform.

D. Teams or players with Illegal Uniforms will receive one non-disciplinary technical foul.

E. In the event that both teams receive offsetting violations, a second half timeout will be charged to the offending teams.

F. Game official(s) may require a team to wear League issued pennies at the start of a specific game.

G. Must have uniform by the 2nd game played.

H. All jewelry must be removed prior to entering the game. Sweat bands are allowed, but bandanas/hats/visors are not.

Section 5:

GAME TIMES AND GRACE PERIOD

- A. The Game Time is determined by the Official Game Schedule.
- B. A team not having at least four (4) players present and ready to play at the scheduled starting time will be charged with a game loss in the league standings.
- C. If a team has less than 4 players at the posted game time, then a 10 minute grace period will be allowed. A forfeit will be declared after 10 minutes if team fails to have 4 players present and ready to play. The 'late' team will be assessed a three (3) point penalty to start the game and will be charged both (2) first-half timeouts.

Section 6:

GAME CANCELLATIONS

- A. If a referee or league official deems it necessary, a game may be cancelled due to ANY unsafe condition arising with the basketball court and/or equipment. Cancelled games will be rescheduled at the end of the regular season as deemed necessary by an Adult Sports representative.
- B. The original schedule should be followed to the end of the regular season's games unless otherwise specified by an Adult Sports representative.

Section 7: GAME SCHEDULE AND RESULTS

- A. Game schedules, results, rules and forms will be posted and available for printing on the City of Torrance Official web site www.TorranceCA.Gov/Parks/7505.htm
 - B. Updated schedules will also be posted in the Sports Center lobby. Results will be at the score table.
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Section 8: "OFFICIAL TEAM ROSTER AND WAIVER RELEASE FORM"

- A. **MUST be turned in to a League Scorekeeper at the game site before the team's first game.**
 - B. Must be legible and complete with legal names/signatures, resident address and phone numbers for all players (including manager's email).
 - C. Maximum number of players per team roster is unlimited, (including playing managers and coaches). A player, whose name appears on the roster of more than one (1) team in a given league, shall be eligible only on the first team he/she played for in any such league.
 - D. A player must play one (1) game in the first five (5) scheduled games to be eligible to play in the remaining league games and playoffs. NO EXCEPTIONS!
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Section 9: ADDING PLAYERS

- A. **Games 1-5:**
 - Managers can add and/or make changes to their official roster without league approval for games 1 through 5.
 - NOTE: Ask League Scorekeepers for assistance to add player(s) to the Official Team Roster and Release Form.
 - B. **Games 6-10 + Playoffs:**
 - No new player additions allowed. NO EXCEPTIONS!
 - Players added during this period are considered Illegal Player(s) [Section 10]; refer to Rule [Section 8: D] above.
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Section 10: ILLEGAL PLAYER (S)

Rule: Any team found using an illegal player, those not in compliance with [Section 1: ELIGIBILITY], will be penalized in the following manner:

- A. **First Offense:** Forfeiture of the game.
- B. **Second Offense:** Possible league removal of entire team.

Section 11: PLAYER INFRACTIONS & SUPPLEMENTAL DISCIPLINE

A. Technical Fouls

- First Technical Foul- The non offending team shall shoot two (2) free throws and take the ball out of bounds.
Disciplinary Action- Any player receiving a technical foul during the course of a game must serve a four (4) minute penalty on their players' bench. The penalty timer starts once the offending player leaves the court. The offending player may only re-enter the game upon a dead ball or time out. Teams with only five (5) players shall remain short-handed while the offending player serves the infraction time.
- Second Technical Foul- Any player who receives two (2) technical fouls within one game shall be ejected from the current game immediately.
Disciplinary Action- Player is suspended from their teams' next league game. This infraction will carry over into the playoffs and following season.
- Technical Foul Limit (Personal) Individual players are only allowed five (5) technical fouls in a season. This includes all leagues participated in for that particular session (Fall/Winter/Summer).
Disciplinary Action- Players in violation of this rule will be removed from all leagues for the remainder of the season.
- Technical Foul Limit (Team) Teams are only allowed a total of six (6) individual player technical fouls for an entire season.
Disciplinary Action- Teams in violation of this rule may be removed from the league or be ineligible from playoffs. Any such instances will be reviewed by the Adult Sports Disciplinary Committee. The team manager will be notified of his/her team status before the offending teams' next scheduled game.

NOTE: Technical Fouls relating to uniform violations or delay of game will not be considered disciplinary technical fouls.

B. Ejections

- Ejection- Any player ejected from a game must leave the game and facility immediately. An automatic one game suspension is applied to the offending player for his/her next scheduled game. Players will not be allowed to negotiate the day they are supposed to be suspended.
- Multiple Ejections- Any player ejected from two games in the same season (from any league) will be suspended for the remainder of the season. The two (2) ejections do not have to be from the same league.

C. Supplementary Discipline (Suspensions)

No Player, Coach, Manager, or Spectator Shall: Be guilty of a physical attack as an aggressor upon any player, official or spectator.

- One Game Suspension – Any player, coach, manager or spectator ejected from a league or playoff game for any reason, will automatically be suspended from participating in the next game for his/her team. The incident will also be reviewed by the Adult Sports Disciplinary Committee to determine if a longer suspension is warranted.
- Two Game Suspensions – Any player, coach, manager or spectator ejected from a league or playoff game for verbally threatening any other player, referee, spectator or staff will automatically be suspended from participating in the next two games for

his/her team. The incident will also be reviewed by the Adult Sports Disciplinary Committee to determine if a longer suspension is warranted.

Disciplinary Action – Immediate suspension from further participation in league games until status and the extent of supplemental action is determined by the Adult Sports Disciplinary Committee. Notification will be sent to the team manager and/or the player(s) who are to be disciplined before their teams' next scheduled game.

PLEASE NOTE:

- Players ejected from a game must leave the facility immediately. The player is expected to collect his/her personal belongings and leave the gym within a time frame determined by the game officials.
- All players serving suspensions must notify the managers of any/all teams they play on, that they are ineligible for the period of time set forth by the League.
- Any suspended player found not serving their suspension on all League nights will be subject to further disciplinary action.
- Suspended players may not be present in the gymnasium during their team's scheduled game(s) during his/her suspension.

Section 12: APPEALS PROCEDURE

RULE: Player(s) MUST follow all procedures in Section 11 for a written-appeal to be accepted for review by the Adult Sports Disciplinary Committee. An accepted written-appeal DOES NOT guarantee a change in the initial penalties given. The burden of proof for such instances is on the offending party and substantial reasoning and support must be given to overturn such an infraction.

Ignorance of the rules will not reduce penalties for violations. If a player is called for a technical foul or is ejected from a game, player must follow rules in Section 11.

PROCEDURE:

- A. Appeals may only be accepted for the following penalties:
 - Technical fouls accumulated resulting in an ejection from game. A player ejection must have occurred for an appeal on technical fouls to be accepted.
 - Single and multiple game suspensions as a direct result of an ejection.
- B. Appeals will NOT be accepted for the following infraction(s):
 - Non-disciplinary technical foul
 - Technical fouls that do NOT lead to an ejection
 - Flagrant foul
 - Ejection
 - Illegal player ejection
 - [Section 2: E] of the Player Conduct code
 - [Section 2: F] of the Player Conduct code
- C. Appeal Procedure: the appeal must...
 - Be in writing and submitted to both adultbasketball@torranceca.gov AND cdonahue@torranceca.gov via email.
 - Be submitted within 24-hours upon the conclusion of game in question. [Example: Player is ejected from game ending at 8:00PM on Sunday, May 18, 2014. Player must submit appeal no later than 8:00PM on Monday, May 19, 2014.]
 - Be written by the player who received the penalty. An appeal cannot be written by anyone as a representative of the player who received the penalty.

- State the facts of the incident. Please explain what basketball plays and/or player behavior that led to the incident; include player and/or referee interactions. Do not include opinions or the opinions of others.
- Not include prior incidents. The appeal is only valid for current incident which falls under the 24-hour appeal submit rule.
- Never include threats of any kind for any reason in the appeal. Threats WILL increase penalties in all circumstances.
- Adhere to rule [Section 2: D] of the Player Conduct code at all times. Violation of this specific rule during this process will nullify the appeal immediately, and penalties will dramatically increase.

NOTE: Any action, including phone calls, with or towards any City of Torrance staff, referee, or program participant during and after incident in question will be included in all reviews of appeals by the Adult Sports Disciplinary Committee.

Section 13: REFEREES

- A. Referees have jurisdiction BEFORE, DURING and AFTER all games.
- B. Two referees will be assigned to every scheduled game.
 - If an assigned referee fails to appear for any scheduled game, the game will be played with one referee until the game is completed or until the assigned official (or a replacement referee) arrives.
 - If both assigned referees fail to appear or they arrive late without enough time to complete the game, the game will be rescheduled.
 - Three referees will be assigned to Finals round(s) [Championship games], but is not guaranteed if scheduling/availability conflicts arise.
- C. Adult Basketball Referees are not obligated to officiate a forfeited or cancelled game.

Section 14: FORFEITS

- A. A team not having at least four (4) rostered players present and ready to play at the scheduled starting time will be charged with a full game loss in the league standings following rules in **Section 5: GAME TIME AND GRACE PERIOD**.
- B. There are two classifications for forfeits that will determine a team's continued participation in league play, **excused** or **unexcused** forfeits.
 - Excused forfeits are obtained when a team notifies a City of Torrance staff member at Wilson Park no later than 4pm the night of the intended absence [or 2 hours prior to the start of any Sunday Afternoon scheduled game]. A legitimate excuse should be given for the absence. Please take advantage of having an unlimited roster for up to half of the season. Those teams who are short players and obtain 3 excused forfeits in one season will be ineligible for playoffs and will not be allowed to register for the following season.
 - Unexcused forfeits are obtained when a team does not give significant notice to staff. If you do not speak with a staff member until AFTER 4pm on the day of absence [or AFTER 2 hours prior to start of any Sunday Afternoon game], it will be considered an unexcused forfeit. If you use illegal players it will be considered an

unexcused forfeit. Teams obtaining 2 of these forfeits will not be eligible for playoffs and will not be allowed to register for the following season.

- Staff Notification process- A program staff will contact, via email or phone, all teams who commit a (unexcused) No Show No Call forfeit. This process will ensure that the offending team still intends to compete for the remainder of the regular season. Those teams who disband will not get credit or a refund.
- C. **DOUBLE FORFEIT**- If a double forfeit occurs, both teams involved will receive a full game loss in the team standings; these may be unexcused or excused depending on rules above.
- D. There will be **NO** forfeit fees charged or refunds for forfeits in City of Torrance Adult Basketball leagues.

NOTE: Following a declared forfeit, teams may pick up players and play a practice game, or use the time for practice, until 10 minutes before the start of the next game. Adult Basketball Referees are not obligated to officiate a forfeited or cancelled game [Section 12]

Section 15: **PLAYOFFS**

- A. Playoff formats vary depending on the schedule type AND the number of teams participating in each League and can be found on the official League schedule. The League reserves the right to change any element of the originally scheduled playoff format if necessary.
- B. In cases where two (2) or more teams are tied at the end of the regular season, the following criteria will be used to break the tie(s) (in order):
- Least Number of Forfeits
 - Head-to-Head Record
 - Point Differential Between Head-to-Head Games
 - Coin Flip
- C. To be eligible for playoff participation, all players must have played in at least one of the first five (5) league games and have signed/completed the Official Team Roster and Waiver Release Form. There will be no exceptions given to players who did not participate in the first five (5) games.
- D. Managers must turn in a game line up (yellow score card) for all games (including forfeits), for players to receive credit for games played.
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Section 16: **CITY OF TORRANCE RULES**

- A. Players are allowed six (6) personal fouls per game.
- B. Players along the free throw line may enter the lane space upon release of the ball by the free throw shooter.
- C. There will be two (2) twenty (20) minute halves of running time, except as follows:
- The last ten (10) seconds of the first half will be regulation time (STOP-clock on any dead-ball situation).
 - The last two (2) minutes of the second half, if there is a ten (10) point or less difference, regulation time will be used (STOP-clock). If the difference is eleven (11) points or more, the clock will be running time.
- D. **Time Outs:**
- There will be a two (2) minute rest period at half time.

- Time outs are one (1) minute and limited to two per half. Scorekeepers will sound the horn as a warning-indicator that players should head on the court.
- Time outs may **NOT** be carried over. This includes any overtime period.
- There will be one (1) thirty (30) second time out per team per overtime period.

E. Overtime Periods:

- First Overtime - If teams are tied after regulation time a two (2) minute (stop clock) overtime period will be played.
- Second Overtime – If the game is tied after the first overtime a two (2) minute (stop clock) overtime period will be played.
- Third Overtime - If the game is tied after the second overtime an additional one (1) minute (running time) 'sudden death' overtime period will be played. The first team to score a point will be declared the winner. If the game remains tied after the one (1) minute period, the game will be declared a TIE.
- Playoff and Finals Overtime- The above overtime rules apply EXCEPT in the case of a Third Overtime. The Third Overtime will be a 'sudden death' overtime period WITHOUT a clock; this ensures an outcome with a winning team.

PLEASE NOTE:

- All overtime periods will begin with a jump ball. One (1) thirty (30) second time out per team per overtime will be allowed.
- Any foul deemed unsportsmanlike will be an immediate ejection and automatic one game suspension (Reviewed by Adult Sports Disciplinary Committee).

F. Shot-Clocks:

All leagues follow these shot-clock rules unless otherwise specified.

- The shot clocks will be set at thirty five (35)-second intervals.
- Shot-clocks are in operation during all game play including overtime.
- Standard shot-clock rules apply when shot-clock is in operation.
- Rules and interpretations of shot-clock play may NOT be protested DURING GAMEPLAY. If an incident arises, please speak with or email a League Representative after game is completed.

G. Video-Recording:

- No video recording can be used to protest or question an official's call or outcome of a game.

LEAGUE DIRECTOR RESPONSIBILITIES

The League Director has overall responsibility to review all issues and rule interpretations that are not clearly stated in the sections above. Final determination of all actions of the League Director may be reviewed by the City of Torrance Adult Sports Disciplinary Committee.

Please Contact Us

(310) 972-7760 or (310) 972-7762
Email: cdonahue@TorranceCA.gov
adultbasketball@TorranceCA.gov

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